

IN THE CLAIMS

1. (currently amended) A game prize providing method comprising the steps of:

allowing a player to play a prescribed game on a game device;
transmitting a score of the prescribed game to a management server that is connected to the game device over a network and manages the game device;
and providing the game device with location information specifying different [an] information providing sites [site] that provide [provides] prize information in response to different scores [the score] of the prescribed game via the network.

2. (original) A game prize providing method according to claim 1, wherein upon receipt of the score of the prescribed game, the management server automatically provides the game device with the location information specifying the information providing site.

3. (original) A game prize providing method according to claim 1 further comprising the steps of:

allowing the player to access and read a homepage of the information providing site specified by the location information that is provided from the management server;
and

allowing the player to select a desired prize listed on the homepage of the information providing site.

4. (original) A game prize providing method according to claim 3 further comprising the step of:

automatically providing the player with the desired prize based on the score of the prescribed game.

5. (original) A game prize providing method according to claim 1, wherein the game device is installed in a home or at a game hall.

6. (original) A game prize providing method according to claim 1, wherein the information providing site is a shopping site whose homepage can be read by prescribed browser software.

7. (original) A game prize providing method according to claim 1, wherein the game device comprises a game provider for providing the prescribed game, a transmitter for transmitting the score of the prescribed game to the management server, and a receiver for receiving location information specifying the information providing site for providing the prize information online.

8. (original) A game prize providing method according to claim 7, wherein the game device further comprises a reader for allowing the player to read a homepage of the information providing site specified by the location information provided from the management server, and a selector for allowing the player to select a desired prize on the homepage of the information providing site.

9. (original) A game prize providing method according to claim 7, wherein the game device is installed at home or at a prescribed game hall.

10. (original) A game prize providing method according to claim 7, wherein the information providing site is a shopping site whose homepage can be read by prescribed browser software.

11. (original) A game prize providing method according to claim 1, wherein the management server comprises a receiver for receiving the score of the prescribed game from the game device via the network, and a location information provider for providing the game device with the location information specifying the information providing site in response to the score of the prescribed game.

12. (original) A game prize providing method according to claim 11, wherein the game device is installed in a home or at a prescribed game hall.

13. (original) A game prize providing method according to claim 11, wherein the information providing site is a shopping site whose homepage can be read by prescribed browser software.

14. (original) A game prize providing method according to claim 1, wherein the prescribed game is a pachinko game whose score is counted as a multiple of the number of balls that fall into a prescribed hole on a board.

15. (currently amended) A game playing system comprising:
a game device for allowing a player to play a prescribed game;
a management server for connecting the game device via a network and for managing the game device via the network; and
a shop server for providing commodities or services via the network,
wherein the management server automatically provides [providing] the game device with different location information specifying the shop server in response to different scores [a score] of the prescribed game notified thereto from the game device, so that the player is allowed to select a desired commodity or service described on a

homepage of the shop server specified by the location information based on the score of the prescribed game.

16. (original) A game playing system according to claim 15, wherein the prescribed game is a pachinko game whose score is counted as a multiple of the number of balls that fall into a prescribed hole on a board.

17. (original) A game playing system according to claim 15, wherein the management server provides the game device with a location information list describing a plurality of shop servers that deal with different kinds of commodities or services respectively in response to the score of the prescribed game, so that the player of the game device is allowed to select a desired shop server whose location information is described on the location information list.

18. (original) A game playing system according to claim 15, wherein the management server automatically provides the player of the game device with the desired commodity or service as a prize based on the score of the prescribed game without charging its cost to the player.

19. (currently amended) A game playing system according to claim 15, wherein the management server automatically provides the player of the game device with the desired commodity or service as a prize based on the score of the prescribed game while sharing at least a part of a cost of the desired commodity or service with [within] a prescribed privilege granted for the player in advance.

20. (original) A game playing system according to claim 15, wherein the game device is a pachinko machine in which a prescribed number of balls are distributed for the player to start a pachinko game and are sequentially shot onto a board, so that a

multiple of the number of balls that fall into a prescribed hole without being discharged is counted as a score of the pachinko game.

21. (original) A game playing system according to claim 20, wherein the pachinko machine has a display for displaying images or digits for a lottery, so that when a ball falls into a prescribed lottery activating hole on the board, the display changes its images or digits to check for a match of a prescribed pattern of images or digits designating a big hit for providing the player with a special chance to gain a greater number of balls.

22. (original) A game playing system according to claim 20, wherein the player uses a card for payment of money required for distribution of the balls in the pachinko game.

23. (original) A game playing system according to claim 20, wherein the player enters monetary information allowing the shop server to provide a prize for a consideration of the score of the pachinko game.